

PONY LEAGUE GROUND RULES

2015

1. All pitching rules will refer to the official Pony League Rule book.
2. On the second trip to the mound in any one inning, the pitcher must be removed from pitching. Crossing the foul line is considered a visit. Once removed from pitching that player cannot pitch again in the game.
3. All players need to be entered by the top of the 5th inning and once entered in the game will stay in for at least 2 innings. (This is subject to coach's discretion based on unacceptable reason for missing practices/games.) Re-entry rules are defined in the Pony League Rule book.
4. Length of games will be 7 innings, or 2 hours which ever come first, with the exception of darkness or bad weather. Games called due to darkness or bad weather will be complete if 5 and 1/2 innings have been played with the home team ahead at the top half of the inning. If the game is tied or the required innings have not been completed the game will be resumed from the point of suspension of play. No new inning will start after 1 hour and 55 minutes of game time.
5. There is a 10 run rule in effect after 5 and 1/2 innings with the home team ahead or after 6 complete innings.
6. Each team will be allowed two base coaches. Coaches must report any substitutions to the scorekeeper. Batboys will be allowed.
7. Headgear must be worn while batting and base running or in the On-Deck Circle. Violation of this rule will not be excused and the batter or base runner will be out.

8. Game will start on time. Teams must field at least 7 players and their batting order must be arranged to include 1 or 2 automatic outs and may be placed anywhere in the batting order by the coach. A late player may not enter until the next full inning.

9. **It is required that catchers wear protective headgear while catching and warming up the pitchers. Coaches are allowed to warm up their pitchers.** Each new pitcher will be given 8 warm up pitches and 5 warm ups at the start of each inning.

10. If there is a play at base and the runner does not slide and deliberately and with great force crashes into the defensive player, the runner is declared out, the ball is dead and all other runners must return to the last base touched at the time of the collision. If the act is determined to be flagrant, the offender will be ejected. Headfirst slides are not allowed. The catcher can only block the base line of play within 2 feet of the home plate. ***Coaches have agreed to teach their players to slide and encourage them to do so to prevent the injury of another player.** The player can only block the line of play when play with the ball is at the base they are playing.

11. The umpire of each game will make all calls of play, in the event that their decision is protested then the commissioner will review, if no decision is made the protesting side can write up problem and give to commissioner or Protest person. A judgment call may not be protested only a rule.

12. Baseballs hit into the trees that hang over the pony league field on the third base side will be deemed as dead balls. Balls into the trees between the foul poles in fair territory in the outfield will be deemed as home runs if hit into the trees on the fly.

13. Balls that go under or bounce over the fence in fair territory will be a ground rule double. If the ball is thrown out of play. (Under or over the fence) extra base rules will apply as stated in the Official Rules of Baseball.

14. The umpire's decision to call a game due to darkness, rain or other adverse weather conditions will be final. ***The primary consideration here is for the safety of the players.**

15. Any team violating these rules will be considered illegal and will result in 1 warning and then in forfeiture of the game

16. Players or adult volunteers who engage in unsportsmanlike conduct such as fighting, abusive language, or similarly derogatory activity, may be suspended for one or more games.